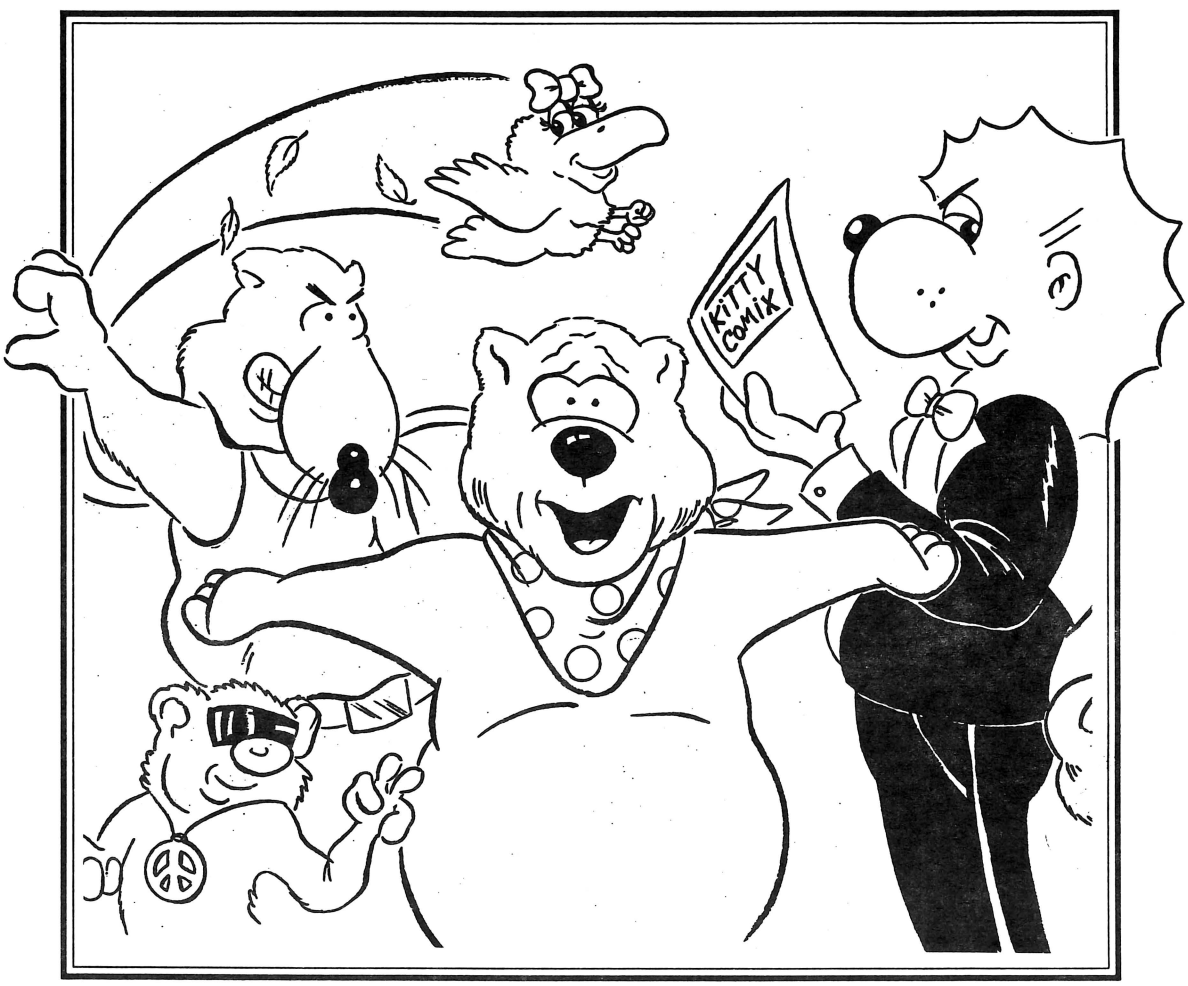
Animals With an Attitude™

Apple II Family 128K



User's Manual

Toucan

Division of Queue, Inc.

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ANIMALS WITH AN ATTITUDE™

Apple II Family 128K

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ANIMALS WITH AN ATTITUDE ™

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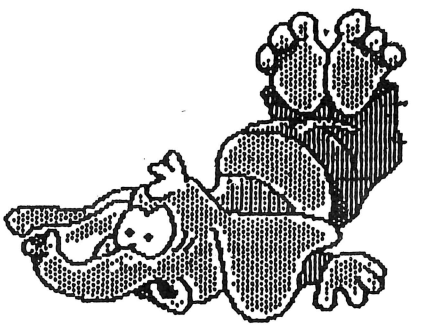
Meet the Gang

Angus

bloated, wide, bungler,

Watch out! This stout and bloated elephant is a radical bungler. You don't want to startle this peanut brain. His clumsiness even leaves himself flabbergasted.



ungraceful, flabbergasted

Babbs

motherly, protective,

This motherly kangaroo will jump to the ends of the earth for you. She's quick to defend others from harm's way and is hopping with affection and goodwill.

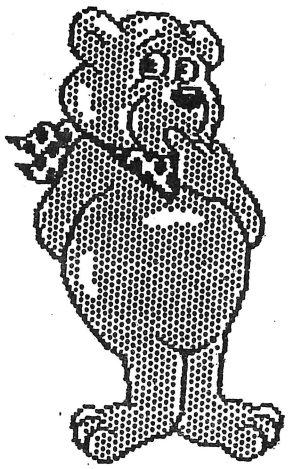
affectionate, tender

Meet the Gang

Budster

panicky, unnerved,

When things turn grizzly, he's the "panicster". But, he's honey through and through, and sweet as can be. This outdoorsman is lovable and a furball of fun with his friends.

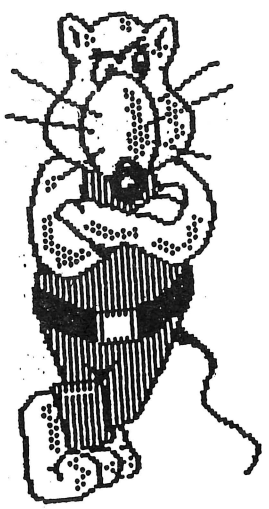


sweet, lovable, amiable

Clyde

macho, courageous,

A city-born rat that's grown up hard and macho to the whiskers. He's a tough cookie that's hard to crack. He's a black-belt and an ex-wrestling champion. This muscle-bound vermin would take on an entire army to help his friends.



muscle-bound, tough

Meet the Gang

Floyd

portly, pudgy, obnoxious,

This portly swine is obnoxious to the core. But he is by no means pig-headed and his pork is worse than his bite. He oinks instead of laughs and is a sucker for mud. He's a ham when it comes to an easygoing lifestyle.

easy-going, laid back

Klondike

cool, nonchalant, vain

He thinks he's the cool of the totally cool. This top-hat feline has an ego puffed-up more than his mane. He can't help being pompous and vain because it's what he does best. He's all dressed up and ready to enlighten any occasion with his high-bred presence.

egotistical, pompous

Meet the Gang

Moop

madcap, bizarre, zany, humorous, playful

There's a madcap buffoon under that baseball cap. He goes bananas over the most hair-brained things. His zany humor makes him the life of parties. If someone is laughing, then this monkey is probably on their back.

Shanti

activist, demonstrative, cool, radical, harmonized

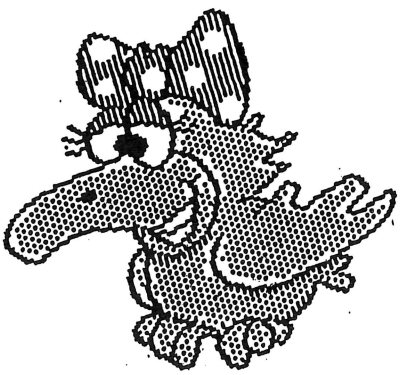
This activist for peace loves to demonstrate to make his point. He's a mouse caught in the maze of life and he's out to harmonize the world, whether it means acting cool or being a totally radical dude. Anyone who wants peace is hip enough to join his cause.

Meet the Gang

Squacher

nosy, gossipy, snooping

She has an opinion on everything. This nosy gossip can sit perched and tell the longest tale. There are no views that can ruffle her feathers. Only an occaisional landing on electirical wires does that. Even then, she feels she has to tell everyone all about it.

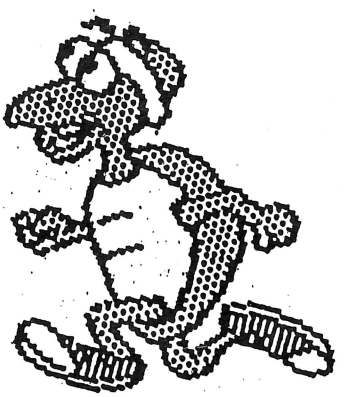


talkative, chatty, gabby

Turbo

swift, fast, quick, agile

This speed-demon leaves others shell-shocked in his tracks. His rubbery legs are swift of foot and his beaked head is quick-witted. When asked questions, he comes up with snappy replies. This turtle claims that he can outrun any rabbit. It's gotta be his shoes.



speedy, quick-witted

Meet the Gang

Waggy

lovable, playful, waggish

He's lovable and playful. But look out! One moment he can be joking and waggish, the next he's stubborn and dogged. This pooch is so full of energy that his spots become a blur when he chases his tail.

stubborn, doggish, defiant

GETTING STARTED

Animals With an Attitude™ lets children of all ages design their own comic books, story books, posters, Big Books and more! Take a look at the many exciting features in the program:

- Colorful backgrounds and hundreds of pieces of clip art that can be easily manipulated to create an endless variety of unique comic book scenes.
- Speech bubbles that children can use to create dialogue between their characters.
- Word processing in a variety of font styles and sizes so children can write stories describing the scenes they create.
- A choice of printout sizes ranging from miniature to poster.
- Speech synthesis that allows the program to "speak or spell" any text a child has typed. (You will need an Echo or Cricket Speechboard to use this feature.)

In this **Getting Started** section, you'll find a list of equipment you need, loading instructions, directions for installing the Speech Synthesizer, and information on how to use this handbook. If you don't have an Echo Speechboard, skip the Start Up instructions and move ahead to Loading the Program.

Equipment You'll Need:

- Apple IIe with 128K, IIc, IIGS, or Macintosh LC with IIe Card
- *Animals With an Attitude*™ program
- Monitor (color recommended)
- Printer (recommended)
- Apple Mouse (optional)
- Blank Disks (optional)
- Additional Art disks (optional)
- Echo or Cricket Speechboard (optional)

Start Up

Installing the Speech Synthesizer

The program works fine with or without the speech feature. However, if you do have an Echo (IIe) or Cricket (IIc) Speech Synthesizer, your students have the added advantage of being able to hear what they type. Follow the appropriate procedure below to install the speech synthesizer in your computer.

> ***NOTE:*** *If you don't have a speech synthesizer, simply skip ahead to the loading instructions.*

Installing the Echo

To install the Echo Speechboard in your Apple IIe computer, make sure you *begin with the computer OFF.* (Please refer to your own installation manual for complete instructions) Follow these steps:

1. To avoid electric shock make sure your computer is OFF.

2. Remove the cover from your computer.

3. Using a gentle rocking motion, insert the ECHO card into any slot except slot #3. Make sure the board is firmly in place.

4. Insert the speaker cable into the jack labeled "speaker" on the ECHO card. If you have headphones or stereo speakers, you can connect them to the jack marked "stereo".

   > ***NOTE:*** *The two gray knobs near the speaker jacks control the volume of the left and right channels.*

5. Replace the cover of your computer.

Installing the Cricket in the Apple IIc

To install the Cricket Speech synthesizer in your Apple IIc, follow these steps.

1. Begin with the computer OFF and the power transformer unplugged.

2. Plug the Cricket cable into the modem port (marked with a telephone icon) on the back of your IIc.

3. Connect the cable from the power transformer to the jack on the back of the Cricket.

4. Plug the transformer into a power outlet.

Loading the Program

To load the program:

1. Insert the program, label facing up, into Drive 1.

2. Turn on your monitor and computer. If the computer is already on, press Control, , and Reset keys at the same time.

3. In a few seconds, the Opening Screen will appear followed by a screen with information on the speech feature. Press any key to continue. When the **Main Menu** appears, you're ready to begin.

Refer to the **Reference Guide** for step-by-step instructions on how to use each of the **Main Menu** options.

Documentation

There are three sections of the documentation: the Reference Guide, the Teacher's Guide and the Art-at-a-Glance Booklet. Each section is described below.

The Reference Guide
This provides step-by-step instructions for using each feature of the program. Refer to the Reference Guide when you have specific questions about a particular feature.

The Teachers' Guide
This guide provides teachers with grade specific classroom activities and helpful hints.

Art-at-a-Glance
Displays the backgrounds, clip art and fonts included with the program.

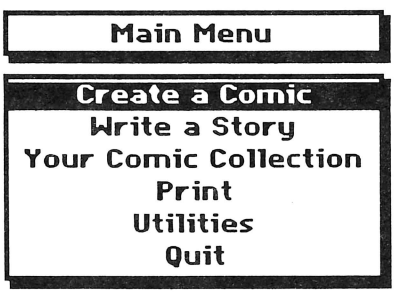
REFERENCE GUIDE

This section of the handbook contains detailed information about all of the features in the program. Read through this Reference Guide for complete step-by-step instructions for using the program.

Refer to the **Getting Started** section at the beginning of this handbook for instructions on installing your Echo Speech Synthesizer and for loading instructions.

The Main Menu

Load the program. When the **Main Menu** appears, you're ready to begin. The Main Menu lists six basic options you can choose from. The options available are: **Create a Comic, Write About It, Your Comic Collection, Print, Utilities,** and **Quit.**



Selecting a Menu Item

To select an item from any menu, simply press the arrow keys to move the black menu bar. When the menu bar is on the option you want, press Return. That's all there is to it. From now on, this process of moving the menu bar to an option and pressing Return will be called "selecting".

Creating a Data Disk

If you want to save the scenes and stories you design, you'll need a formatted 3 1/2" or 5 1/4" data disk. To format a disk, select the **Utilities** option. Next, select **Format Disk**. Select the location of the drive containing the disk to be formatted and insert a blank disk (or one that contains information you no longer need) in that drive. When you see "Volume Name:" followed by a blinking cursor, type a name for your data disk and press Return. When the **Utilities Menu** reappears, you're ready to begin. Press Esc to exit to the **Main Menu**.

Create a Comic

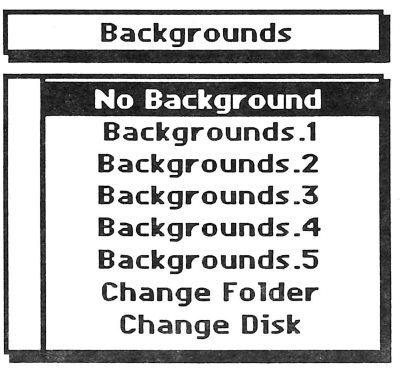
Select **Create a Comic.** Designing a panel is simple. First, decide on a background (or no background), then design your panel by using a variety of clip art: Clyde, Budster, Moop, Klondike, speech bubbles, props and more. Follow the steps below:

Selecting a Background

1. Insert the Backgrounds Disk (Side 2 of the 5 1/4" program disk) in the drive.

2. Press Return to select **Create a Comic** from the **Main Menu**.

3. In a moment, the **Backgrounds Menu** will appear. A background is the setting for the panel you design.



4. Select a background option:

   - No Background: Select this option to design your panel on a white screen. Skip ahead to the **Clip Art Menu**.

   - Backgrounds.1, Backgrounds.2, and Backgrounds.3, etc...: Each of these choices is a file containing many backgrounds. Take a moment to explore all the terrific backgrounds available to you.

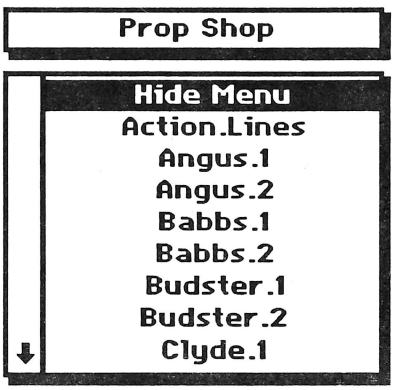
   - Change Disk: Select this option to view the background choices on another disk.

5. When you select a background file, such as Backgrounds.1, the first background will appear on the screen. Press the **Space Bar** or the right and left arrow keys to view the backgrounds in that file. Press the "B" key to go backwards through the file. Press Return to select the background you want to use. Press Esc to return to the **Backgrounds Menu**.

Adding Clip Art

1. Once you have chosen the background that you want for your panel, the **Prop Shop Menu** will appear. This is where you can access clip art for designing your comic book scenes.

   NOTE: The Hide Menu option allows you to view your background unobstructed.



2. After you select a clip art category, the first piece of clip art from the file you selected will appear on the screen. Press the **Space Bar** to view all the art in this file. Press the letter **B** key, if you need to go backwards and view the previous pieces of clip art. Stop when you find the piece of clip art you want to use.

3. Now press the arrow keys, or use the mouse to move the piece of clip art around the screen.

   Keyboard Users: *You can change the distance a piece of clip art moves when you press the number keys. For example, to place a character exactly where you want it, type 1, so when you press the arrow key, the character will move in small increments. To move a character quickly around the screen, type 9. Experiment with the distances from 1 to 9. This feature will come in handy at various points when designing your comic book scenes.*

4. When you've positioned the clip art exactly where you want it, press Return, or click the mouse to "stamp" it in place. If you change your mind and want to reposition the piece of clip art, press Delete and return to Step 3. If you want to choose another piece of clip art from the same category, press Delete and return to Step 4.

   WARNING! *Once you press Esc to exit to the Clip Art Menu, you cannot return to your panel and delete art you've already stamped! But, you can use the erasers to "white out" an unwanted piece of clip art. Be careful though, the eraser will also "white out" sections of your background.*

5. Once you're satisfied with the position of the clip art, press Esc to exit to the **Clip Art Menu**.

6. Now you're ready to add the next piece of clip art to your comic book panel. To do this, simply repeat from Step 1.

When you finish creating your panel, press Esc to exit to the **Utilities Menu**. At this point, you might want to save your panel onto a data disk or print it. For saving and printing instructions, refer to the sections, **Saving Your Panel** and **Printing Your Panel.**

Using Speech Bubbles

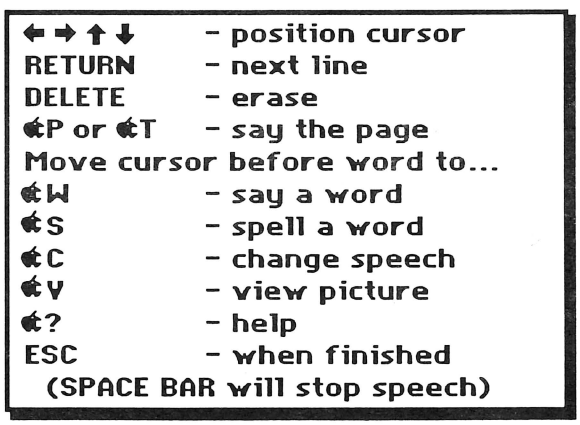
Speech bubbles are clip art graphics with a twist. Place a speech bubble next to your character when you want to show dialogue. Speech bubbles are very special because once you position them on the screen, they turn into tiny word processors. And that's not all. These speech bubbles even speak! Follow these steps to design speech bubbles.

> ***NOTE:*** *You can stamp as many speech bubbles on the screen as you like; however, if you have an Echo or Cricket speechboard only the first four speech bubbles will "talk".*

PLACING SPEECH BUBBLES AND TYPING TEXT

1. Press the down arrow key to scroll through the list of alphabetized clip art categories until you reach Speech.Bubbles. Select Speech.Bubbles.

2. A **Help Menu** will appear with all the information you need for using a speech bubble. Press any key to remove the **Help Menu**.


← → ↑ ↓ - position cursor
RETURN - next line
DELETE - erase
⌘P or ⌘T - say the page
Move cursor before word to...
⌘W - say a word
⌘S - spell a word
⌘C - change speech
⌘V - view picture
⌘? - help
ESC - when finished
(SPACE BAR will stop speech)

3. The first speech bubble in the file will appear. Select and stamp the speech bubble just as you would any of the clip art. *Remember, if you want to flip the bubble horizontally, press the H key. If you want to flip it vertically, press the V key.*

4. Once you've pressed Return to stamp the bubble, a **Help Menu** will appear with all the information you need for using a speech bubble. Press any key to remove the **Help Menu**. (To see the menu again, simply press ⌘?)

5. A tiny vertical line will appear inside the bubble. This is the cursor. Type your message and you'll see that the bubble turns into a mini-word processor. You can type your text, delete characters, and even take advantage of wordwrap. Press Esc when you finish typing.

6. The **Bubbles Menu** will appear with these options:

   - If you want to change what you've typed, select **Change Text** and return to Step 5.
   - If you want to remove the bubble and start again, choose **Delete Bubble** and return to Step 2.
   - If you want to add another bubble, choose **Add New Bubble** and return to Step 2.
   - If you like what you've typed, press Esc.

7. The **Prop Shop Menu** will reappear on the screen. At this point, you can continue to add clip art, select more speech bubbles, or press Esc to exit.

For saving and printing instructions, refer to the sections, **Saving Your Panel** and **Printing Your Panel.**

Using Text Boxes

Text Boxes are clip art graphics, just like speech bubbles. Place a text box on the top or bottom of your panel when you want to write captions. Text boxes are very special because once you position them on the screen, they turn into tiny word processors. And that's not all. These text boxes will speak too! To use a text box, follow the same steps as for speech bubbles.

> *NOTE: You may stamp as many text boxes as you like; however, if you have an Echo or Cricket speechboard hooked up to your computer, only the first four text boxes you stamped will "talk".*

HEARING YOUR CHARACTERS SPEAK

If you have an Echo or Cricket Speechboard installed in your computer, you can hear your characters speak. To begin, load one of your scenes (complete with speech bubbles) onto your monitor. If the **Prop Shop Menu** is showing, select Hide Menu. When you're ready to hear the dialogue you've written, press **P** and voila! Your scenes come to life!

Special Features of the Clip Art

These features allow you to make the most of your comic book graphics.

FLIPPING DESIGNS

Anytime you have a piece of clip art on the screen, you can flip it. Press V to flip a graphic vertically (upside down) and H to flip it horizontally (side to side). If you don't like how the graphic looks, simply press the same key to reverse it to its original state. Experiment flipping the parts for the ideal design.

ERASERS

There is a category called Erasers in the clip art categories. Erasers are white shapes that can be used to "white out" or erase elements. Make sure you have the eraser over a colored area of your background, and press the Space Bar to view the different sizes. If you erase an area by accident, press Delete.

> ***NOTE:*** *Keep in mind that the eraser will erase sections of the background as well.*

CHANGING DISKS

Select this option when you want to load backgrounds or clip art from another Art Disk. This option allows you to mix art stored on different disks. For example, if you have the *Animals With an Attitude*™ disk in Drive 1, and any other program from Toucan's *Creative Writing Series* in Drive 2, you can design a panel with graphics from both.

> ***NOTE:*** *Pressing Tab performs the same function as selecting Change Disk. If you press Tab, the program will move from one drive to the other.*

Saving Your Panel

If you want to save your panel, press Esc to exit the **Prop Shop Menu**. The **Utilities Menu** will appear on the screen.

1. Insert a data disk in a drive and press Return to select **Save Panel** from the **Utilities Menu**.

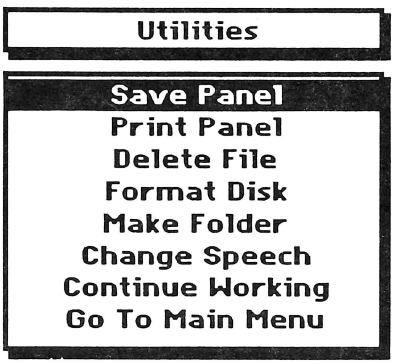
2. Type a name for your panel and press Return.

That's all there is to it. Now your panel is saved onto your data disk. You can come back and edit it at any time. Simply choose **Your Comic Collector** from the **Main Menu**, select **Load a Panel**, then select the file you want to work on.

> ***NOTE:*** *If you want to save your panel into a specific folder, then highlight the folder and press Return to open it. (See Make a Folder in the Utilities section of this guide for more details.)*

Printing Your Panel

If you want to print your panel, press Esc to exit the **Prop Shop Menu**. The **Utilities Menu** will appear on the screen.

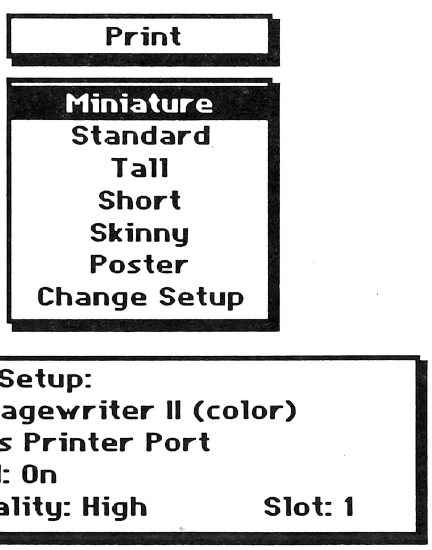


1. Select **Print Panel** from the **Utilities Menu.**

2. Follow the instructions on the screen to insert the program disk (Side 1 of the 5 1/4"disk) in any drive and press Return.

3. In a moment, the **Print Menu** will appear listing the various print sizes: **Miniature, Standard, Tall, Short, Skinny,** and **Poster.**

   At the bottom of the screen, you'll see the current printer setup. Make sure the **Current Setup** lists the correct printer and interface cards that you are using, and that the appropriate **Print Quality** (Draft or High) is set. If you want to change the program's Current Setup, select **Change Setup.** (See Change Setup for more information.)

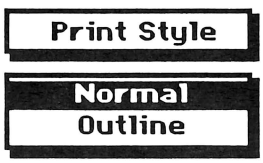


NOTE: Print in Draft quality when you want a quick printout (and when you want to spare your printer ribbon). Print in High quality when you want a final, professional-looking printout.

6. Select a print size.

   WARNING! *The program will freeze if your printer setup does not match its Current Setup, and you will have to reboot the program.*

7. Next, choose a print style from the **Print Styles Menu**. The two styles offered are **Normal** or **Outline**. Normal will print out your graphic screens with all of the patterns intact. The Outline mode will ignore all patterns and solid colors from the graphic screen and print only the black outlines around the art.



8. Check one last time to make sure your printer setup matches the program's Current Setup, then press Return to begin printing.

Common Setups

Computer	Interface	Printer
•Apple IIc	Apple IIc Serial Port	Apple Imagewriter II
•Apple IIe	Apple Super Serial	Apple Imagewriter II
•Apple IIGS	Apple IIGS Printer Port	Apple Imagewriter II
•Macintosh LC*	Apple IIGS Printer Port	Laser Printer

*With Apple IIe Card

^If you want to choose one of the page layouts for printing a comic book page please refer to page 14.

WRITE ABOUT IT!

Before you begin writing your story, make sure you have a formatted data disk for saving your story. Read the section **Creating a Data Disk,** if you want instructions for formatting a data disk.

Now you're ready to write your story. Begin with the program disk (Side 1 facing up) in a drive and follow these steps:

1. Select **Write a Story** from the **Main Menu**.

2. When the **Fonts Menu** appears, select the font you want to write with. The four fonts included with the program are **Small, Medium, Italic,** and **Comic Book.**

3. In a moment, a text processing screen will appear along with a **Help Menu**. This menu provides you with all the information you need for writing your story, deleting letters, and hearing what you've written. You can see the **Help Menu** at any time by pressing ⌘?. For now, press any key to remove the **Help Menu.**

4. The cursor appears in the upper left-hand corner of the story screen. The cursor is a marker that lets you know where the text you type will appear. Begin typing your story . . . write away!

5. When you finish writing your story, press Esc to exit to the **Utilities Menu**. At this point, you might want to save your story onto a data disk or print it.

For saving and printing instructions, refer to the sections **Saving Your Story** and **Printing Your Story.**

Hearing Your Story

You can hear what you've written at any point, during or after typing. Press ⌘**P** to hear your story page read back one word at a time. Press ⌘**C** to change the way a word is pronounced (or to change the pitch and volume levels). For more details on changing the way the computer pronounces a word, refer to **The Speech Feature.**

Saving Your Story

If you want to save your story, press Esc to exit the text processing Screen. The **Utilities Menu** will appear.

1. Insert a data disk in a drive and select **Save Story** from the **Utilities Menu**.

2. Type a name for your story screen and press Return. That's all there is to it!

   Now your story is saved onto your data disk. For printing instructions, read on.

   NOTE: *If you want to save your story into a specific folder, then highlight the folder and press Return to open it. (See Make a Folder in the Utilities section of this guide for more details.)*

Printing Your Story

If you want to print your story, press Esc to access the **Utilities Menu.**

1. Select **Print Story** from the **Utilities Menu**.

2. In a moment, the **Print Menu** will appear listing the various print sizes available to you: **Miniature, Standard, Tall, Short, Skinny,** and **Poster.** At the bottom of the screen, you'll also see the **Current Setup**. Make sure the Current Setup lists the printer and interface cards you are using. If it doesn't, select **Change Setup** to select the setup which matches yours. (See the **Change Setup** section for more information.)

3. Select a print size.

4. Next, the **Text Format Menu** will offer you two options for text alignment; **Standard** or **Center.**

5. The **Line Border Menu** appears next. Choose whether or not you want a border around your text.

6. Check one last time to make sure your printer setup matches the program's Current Setup. Press Return to begin printing.

The Speech Feature

The program has a speech feature that allows you to hear what you have typed. You may want to hear your text while you are writing your story. Or you might want to write the entire story (or speech bubbles on a panel), save it, load the file later, and then let the program tell it to a friend.

> ***NOTE:*** *To take advantage of the Speech feature, your computer must be equipped with an Echo or Cricket Speechboard.*

Begin with the text you want to hear on the screen. If you need to load a file you've already designed, select **Comic Collection** from the **Main Menu**.

When your text is on the screen, use the following commands to hear it:

Press . . .	When you want. . .
⌘P	to hear the entire page of your story or all the text you've typed within speech bubbles on your panel.
⌘W	to say a word. (You must move the cursor to the word you want to hear *before* you press ⌘W.)
⌘S	to spell a word. (You must move the cursor to the word you want to hear *before* you press ⌘S.).
⌘C	to go to the **Speech Control Menu**. Here you can change the delay between words, pitch, volume level, and speech pronunciations. (See **Speech Control** for more details.)
⌘V	to view the last panel you worked on. (If you are writing your story about a panel you've designed, this feature helps remind you of the panel.)
Space Bar	to stop the speech

Speech Control

The Speech Control option gives you control over certain speech features such as delay between words, pitch, volume and the way a word is pronounced.

Press ⌘C to see the **Speech Control Menu**.

NOTE: The Speech Control option is also available when you select Change Setup from the Utilities option on the Main Menu.

DELAY BETWEEN WORDS

Select this option if you want to change the length of silence between words as they are spoken. Young and learning impaired children, for example, may prefer a longer delay between words. Press the arrow keys to adjust the length of delay.

PITCH

Select this option and press the arrow keys to adjust the pitch.

VOLUME

Select this option and press the arrow keys to adjust the volume.

EDIT SPEECH

Many words have similar spellings, but are pronounced quite differently (heart, hear, heard; thought, though). Some words are spelled differently and pronounced the same (hear, here; two, to, too). A person learning English as a second language has difficulty mastering these pronunciations. The computer needs a little help too. That's where the Edit Speech option comes in handy.

Here are a few words you might want to listen to and then fix using the **Edit Speech** option on the **Speech Control Menu**:

WORD	CORRECTION
animal	an-imul*
baseball	base-ball*
heart	hart
listen	lissen
Mrs.	misses
Mr.	mister

*Sometimes, the only way to correct the pronunciation of a word, is to divide it into two words for the computer to pronounce. When you do this, insert a hyphen between the words.

When you're ready to change the way a word is pronounced, select **Edit Speech** from the **Speech Control Menu**. In a moment, the Edit Speech screen appears. Here are your choices:

- Press **A** to add a word to this list.
- Press the arrow keys and then Return to edit a word that's already on this list.
- Press **R** to remove a word from the list.
- Press **Esc** when you're finished making corrections.

Adding a Word

Follow these steps to add a word to the list:

1. Press **A** to add a word to the list.

2. At the prompt, **Say this:**, a blinking cursor appears. Type the word that is currently mispronounced, for example, baseball. Then press Return.

3. The cursor will move to the bottom prompt, **As this:**. Spell the word in the way you think the computer will pronounce it correctly. In this example, you would type base-ball. Then press Return.

Say this: baseball
as this: base-ball

4. Now you have a few more choices:

   - Press Return to move the cursor to the line you want to hear.
   - Press **T to hear how the word sounds. If you don't like the way the word sounds, try another spelling combination.
   - Press Esc when you're finished.

5. When you press Esc, you'll notice that your edited word has been added to the Edit Speech screen. If you want to add more words, repeat from Step 1. If you've finished adding words, press Esc to return to the **Speech Control Menu**. The program will ask you if you want to save the speech changes you made in your story. It's a good idea to save your changes. That way, each time you load your work from the data disk, all words will be pronounced as you have specified.

Comic Collection

Select this **Main Menu** option when you want to retrieve one of your scenes or stories from a data disk. Begin with your program disk in one drive and your data disk in the other. If you have a one-drive system, the program will tell you when to insert your data disk. Just watch the screen for instructions.

1. Select **Comic Collection** from the **Main Menu**.

2. From the **Comic Collection Menu** that appears, you have two options:

   - If you want to load a panel you've designed, select **Load a Panel**.
   - If you want to load a story you've written, select **Load a Story**.

3. In a moment, a screen will appear listing all of the scenes or stories available on your data disk.

4. Select the panel or story you want to load.

5. In a moment, your screen will appear. You may continue working on your panel or story, listen to any text you've typed, or exit to the **Utilities Menu** to print your creation.

PRINT

This **Main Menu** option lets you choose and print out a page layout. When you select **Print,** a **Print Menu** appears with the following options:

•Print a Panel
•Print a Story
•Print a Comic Page

1. Select **Print a Panel** or **Print a Story**. This means that you want to load one of your saved scenes or stories from your data disk.

2. Put your data disk in the drive. A screen will appear listing all of the scenes and stories available on your data disk.

3. Select the panel or story that you want to print. In a moment, your screen will appear along with the **Print Menu** listing the various printout sizes.

Choosing a Comic Book Page Layout
If you want to choose a layout for your comic book page (involving more than one panel), choose **Print a Comic Page**.

1.In a moment, a Page Layout screen appears displaying four page layouts.

2. Use the SPACE BAR or arrow keys to select a layout and press RETURN.

3. A screen appears with a representation of the layout. Within each panel on the page layout is a number. Select a number to determine the placement of your panel or story. An * indicates that the position has been filled.

4. After pressing a number key a menu screen appears. Choose whether you want to load a panel or a story to place into that position.

5. A screen will appear listing all the Panels or Stories available on your data disk.

6. Select the panel or story* you want to load.
**When you load in one of your stories, you'll have the choice of printing it standard (left justify) or centered.*

7. Continue choosing your panels or stories until you have finished filling all the positions of your page layout.

8. Press RETURN when finished or Esc to exit.

9. A print screen will appear, so you can print out your comic book page.

UTILITIES

This option is provided on the **Main Menu** so that you can prepare a data disk before you begin creating your scenes or writing your stories. The following options are offered on this **Utilities Menu**: **Change Setup, Speech Control, Format Disk, Delete File,** and **Make Folder**.

Change Setup

Once you select **Change Setup**, you have the following options:

PRINTERS

Select this option to tell the program which printer you have connected to your computer. Use the arrow keys to scroll through the list and press Return to select the printer you're using.

INTERFACES

Select this option to tell the program which printer interface card you're using. Use the arrow keys to scroll through the list and press Return to select the interface you're using.

LINEFEED

Select this option to turn the Linefeed on or off. For example, if you print a panel and the entire design is printed on one line, you should select **Linefeed on**. If your printout skips lines, select **Linefeed off**.

INTERFACE SLOT

Select this to indicate in which Slot your printer interface card is inserted.

Speech Control

This option works the same way here as it does when you press ♦C to change speech features. When using the Speech feature, it allows you to increase or decrease the delay between words, change the pitch or volume, or edit speech exceptions (i.e. change the way words are pronounced).

Format Disk

This option allows you to format a ProDOS data disk for saving your scenes and stories. To format a disk, select **Utilities**. Next, select **Format Disk**. Select the location of the drive containing the disk to be formatted and insert a blank disk (or one that contains information you no longer need) in that drive. When you see "Volume Name:," followed by a blinking cursor, type a name for your data disk and press Return.

Delete File

This option allows you to delete a file from your data disk. For example, if you run out of room on a data disk, you can delete files you no longer need and make room for your current creation.

NOTE: Once you delete a file, you cannot get it back.

Make Folder

This menu option allows you to create special folders to store files on your data disk. These folders are useful for organizing your data disks by creating separate spaces to keep different story screens. After you select **Make Folder**, use the Tab key to access the proper disk where you want to make a folder. Type in a name for your folder and press Return. Your folder has been created! Now, you can save all of the screens that belong to one story in that folder. Press Esc to return to the **Main Menu**.

QUIT

Select this option from the **Main Menu** when you want to exit the program.

THE TEACHER'S GUIDE

What this program can do for your students

The *Animals With an Attitude*™ program was designed to motivate your students to write by offering them a variety of characters and settings. You've never met a funnier, wilder, more involving group of animals this side of the Sunday comics. Watch as students create their won comic books, giving each character a unique personality. Arranging the interactive clip art on the many backgrounds, gives students the incentive to write about the adventures of their characters. The exciting comic book scenes your students create will be the springboard for imaginative story writing! The program challenges your students to expand their intellectual and creative potential. They'll be having so much fun, they won't realize that they are planning, organizing, and writing.

This guide provides information on the learning opportunities the program offers as well as practical suggestions for using the program to engage students in creative writing projects. Since the program includes flexible tools for writing, reading, listening, and graphic design, it supports a wide range of learning styles and ability levels.

Using *Animals With an Attitude*™ as a Learning Tool

The program includes an easy-to-use word processor, complete with a selection of type sizes and styles, wordwrap, and delete capabilities. If you have an Echo or Cricket Speech Synthesizer installed in your computer, you can also take advantage of the speech feature.

Word processing and speech synthesis are powerful learning tools for students at various stages in literacy development. Young and primary beginners, learning disabled and handicapped students, and second language beginners can benefit from using this program.

The graphics, word processing and speech features can provide students with support in the following areas:

Visually Tracking Words

Some students have difficulty learning the left-to-right and top-to-bottom visual patterns used during reading. The program's speech feature helps children practice visually tracking words within text. When the student presses Apple-P, all the words on a page are read one at a time. Each word is highlighted as it is read, thus guiding the student's eyes in the correct pattern across the screen. You can even control the rate at which the words are read by adjusting the delay between words on the Speech Control Menu.

Reducing the Physical Burden of Writing

Writing is a physical as well as cognitive and social act. Many young and handicapped students have important things to say, but are frustrated because they lack the fine motor skills required to write by hand. Word processing allows students to form letters at the press of a key, thus reducing the physical burden involved in writing by hand. This provides them with a powerful tool for self-expression.

Improving Spelling

If the students are unsure of how to spell a word, they can have the program spell and pronounce the word they typed. If the students hear what they expect, their understanding is confirmed. If they hear something different, the students can make changes and try again. In other words, the auditory feedback helps children in their spelling and decoding efforts by allowing them to verify spelling rules and exceptions to those rules.

> **Note:** *The Edit Exceptions option that lets teachers or students correct the sound of words that are mispronounced due to irregularities in the English language. The process of correcting pronunciations is another learning opportunity for students. It allows them to gain a sense of the patterns and irregularities of English spelling.*

Writing a Complete Sentence

Children often have difficulty writing a complete sentence. Using this program, children can write a sentence and have the program read it back. The speech feature provides instant auditory feedback. Upon hearing his sentence or text read aloud, the child will recognize many problems that he might not identify when reading the written page (e.g., missing verb, no punctuation between sentences, even subject-verb agreement errors).

Motivating Students to Read and Write

Students of all ages will enjoy the combination of graphics and text offered by this program. Students, who might not otherwise have much to say, will love combining graphics and speech in their scenes. They might begin by writing a small amount of text in a speech bubble and eventually expand to writing a page or a whole story.

Improving Comprehension

Students reading a passage in a book have to struggle with unknown words. Their ability to decipher these words determines the level of meaning they grasp from the text. They may try to "sound out" the word, but this often ends in failure and frustration.

Since the speech feature allows students to hear any unknown word in a passage, students are less likely to get "hung up" on one word and are freer to concentrate on the overall meaning of the text. The speech feature provides students with a new tool for identifying words and unlocking the meaning in a sentence or passage.

Taking Risks

Students who write with a word processor are more likely to take risks in their writing. The fear of failure is reduced, since mistakes are so easy to correct. With the added benefit of the speech feature, students will be even more inclined to take risks. When a student can hear what he writes, he'll be able to identify and correct mistakes even easier. Also, students who read text from the screen, have the added support of being able to hear any word in the text that they might not know.

Drafting and Editing Text

Word processing can enhance the entire writing process--Writing, Drafting, Editing, Revising, and of course Publishing. Students will enjoy using the word processor, since it allows them to manipulate their words more easily than would a pencil and paper. They are also more likely to experiment with their text, since making changes and corrections is so easy. When the students are ready to edit or revise, they will not have to painstakingly recopy each word. The word processor allows them to edit quickly and easily. The essential task of rereading is also simplified since computer printouts are much neater than handwritten text.

Publishing and Sharing Work

Writing is communicating. During the writing process, we make meanings of words and convey those meaning to other people. The *Animals With an Attitude*™ program is a perfect tool for publishing and sharing because it allows students to produce a clean, professional-looking, final product. Publishing this work by delivering it to an audience or displaying it in the classroom is a perfect way to provide students with this important sense of audience.

Collaborative Writing

Writing at the computer reinforces and enhances the dynamic, social nature of writing. Walk into any computer lab, and you'll find students huddled around the computer, discussing what is on the screen. Students who work together learn from each other. They also have the rare opportunity to talk about language (e.g., which word to use, how to phrase a sentence, etc.). Students may experiment with different styles of writing and take even more risks when working with a partner.

CREATIVE ACTIVITIES GUIDE

The following activities offer specific ways for using the *Animals With an Attitude*™ program in the classroom. These activities take advantage of all the exciting features of the program--lively graphics, sophisticated word processing, and printing in a variety of sizes. Some activities also take advantage of the Speech feature, although it's not an essential component.

Many of the activities are designed as cooperative writing projects. Students are encouraged to work together, to discuss their writing and to produce a final product to be shared or published. Other activities may be completed as individual or small group projects. Activities can easily be adapted to fit your needs in terms of student age and ability levels and computer availability.

The Classroom Comic Big Book
GRADE LEVELS: K - 3

Young students love reading and sharing Big Books. Many teachers integrate Big Books into their Whole Language program. In this activity, your students will write, illustrate and publish their own Big Books. If you like, you can even turn this into a language experience exercise in which students discuss, write about and share their real-life experiences. Creating and sharing Big Books with you and with other students is a perfect way for students to develop an awareness of the relationships between speaking, reading and writing. The final product provides a terrific way to showcase your students' work on Parent-Teacher Night. Students will love using these cute characters, in all their varying moods, for their comic books.

Getting Started
Begin this activity by sharing a Big Book with the class. You might want to create one Comic "Big Book" page with simple captions and dialogue and print it out in Poster size, and share it with your students. Then divide the class into pairs and have each pair create one page of a Comic "Big Book".

Creating and Printing the Graphics
Depending on the age level of your students and their level of comfort using computers, you may want to make them responsible for designing and creating the graphics screens only. Of course, if your students are going to use the Speech Bubble feature, you'll want to help them enter the text. Select Poster size from the Print Menu and then select a Print Style. The panel will print in two panels which you can tape together.

Writing and Printing the Story
Writing the story that goes along with the graphic is a valuable learning experience and a lot of fun. However, if you're working with very young students, or with students who are not familiar with the computer, you should type as they dictate the story. This is also a nice way to involve your students in a discussion about language -- describing the picture, choosing the best words to tell the story and even discussing how to spell certain words. When you're ready to print, select Poster size from the Print Menu. The story will print in two panels which you can tape together.

Putting the Big Book Together
Once you have both parts--the story and the comic book panel--you should tape the story under the graphic. This is one page of your Big Book. You might consider mounting the pages on oaktag or poster board for more durability.

> **Helpful Hint**: *Avoid having to cut your poster strips to line them up for pasting. Be sure to line up the left perforation of your computer paper to the red notch on your printer's bailer bar before you print. This ensures that every strip of the large printouts will line up.*
>
> ***NOTE:*** *If you're working with older students, they might enjoy creating Comic Big Books for younger students to read.*

Comic Coloring Books
GRADE LEVELS: PRE-K - 3

All children love coloring books. Now your students can create their own. Any comic book panel your students create can be printed in the special Outline mode. The result is a printed picture that is perfect for coloring. Individual students can create their own coloring books or students can join to create a classroom book. Here are a few easy steps for creating a Classroom Coloring Book.

Creating the Panel
Have each student create a comic book panel. Depending on your students age and ability levels, they can create a panel with graphics only or they can use speech bubbles or text boxes and add text to each screen.

Printing the Panel
As the students finish their scenes, have them print the scenes in Outline Mode.

> ***NOTE:*** *If you'd like, you can print directly onto Ditto Masters so you can reproduce the pages easily.*

Creating the Book
Make copies of all the pages. Bind the coloring books by punching holes in the paper and looping colorful yarn through it. Or use the holes that are already on the computer paper for binding!

That's all there is to it. These books make perfect gifts for students to give their friends and family.

Comic Strips
GRADE LEVELS: 2 - 8

Students enjoy reading comics and now they'll enjoy creating their own. Have students begin by sharing their favorite comic strips. Ask them to look for repetitive elements. For example, the characters and their clothing generally stay the same although their positions may change from frame to frame. Point out that their conversations are written within speech balloons or bubbles.

Now students will create their own comic strips. Each comic book panel will be one frame of the comic. They should begin by thinking and perhaps taking notes about their main character(s), and the general storyline. What kind of personality does their character have? We've supplied you wth some sample characterizations and names for the characters that students can use for reference. What is the mood of the comic strip? What will happen in the beginning? In the middle? In the end?

Once students have planned their comic strip, they're ready to begin designing. Have them create the first panel complete with character(s), props, speech bubbles, and dialogue. Have students continue in this fashion, changing props and dialogue, until they've finished their comic strip.

Let students share their comics with classmates. Perhaps you can create an area to display their work-- Comics Corner --on one of your bulletin boards. For suggestions for making this a team project, see Collaborative Comic Strips in this guide.

Comic Correspondence
GRADE LEVELS: 1 - 4

Students will love using *Animals With an Attitude*™ to write letters and stories for their pen pals. This exercise provides students with a sense of audience. They write knowing that someone will read and respond to their text. This experience is enhanced by the fact that the program's word processing, graphics and sound features create a motivating environment for writing.

Arrange for students to have pen pals--either within the classroom, within the school, or at another school. If you are taking advantage of the' 'Speech' feature, you might want to find another class with the same setup. That way, your students can ship their disks and have the added excitement of sending and receiving "talking mail". Students might want to create comic books with speech bubbles and dialogue only. Or, they may want to write letters and stories using the "Write About It!" word processor.

Story Starters
GRADE LEVELS: 2 - 6

Animals With an Attitude™ provides the perfect tool for creating motivating story starters. Story starters can come in the form of graphics or text. For example, you might want to create a comic book panel with empty speech bubbles and let your students determine the dialogue in their stories. Or, you might want to design a graphic, write a sentence or two of a story and then let the students complete the story.

In either case, create your story starter and print it in Poster size. Tape the panels together and mount your work in the front of the classroom. That way students will have an easier time remembering the story starter panel or graphic. It will also save you the effort of printing or copying enough story starters to go around. When students have finished the assignment, have them share their work with their classmates. They'll find it interesting to read another student's interpretation of the story starter text or panel.

> ***NOTE:*** *An interesting adaptation of this activity is the Chain Story, presented later in this section.*

Comic Books
GRADE LEVELS: 4 - 8

Publishing a classroom comic book provides students with the incentive to write well and to cooperate in a team effort. It also gives students the opportunity to practice writing for an audience with the purpose of communicating effectively, persuading and entertaining their readers. *Animals With an Attitude*™ is a perfect tool for a classroom project of pugnacious proportions. The graphics and speech features only add to the excitement. Here are some steps you might follow. The following ideas should help your students begin their publishing careers.

Determine the Audience
Before you begin, you should decide who the intended audience will be. Since students know what interests their peers, you might want to select another class in the same grade.

Name the Comic
Once you've determined the target audience for the comic book, have students vote on a name. Here are a few suggestions: Fill in the name for the mascot, So and So's (teacher's name) Classroom Comics, The Bumbling Bear or The Learned Lion and his adventures at <u>name of school.</u>

Organize the Staff
Once you've decided on a name, set up the classroom comic studio. You'll want to organize the staff before students begin individual assignments. Here are a few of the possible positions your students may select.

- Editor-in-Chief: Supervises every phase in the production of the comic book. The editor has final say on the content of the book, layout, and work assignments.
- Managing Editor: Assigns people to cover different stories and makes sure all assignments are completed on time.
- Writers: Write the plot for each story, with character descriptions and sequencing.
- Reporters: Write articles, cover news events, organize announcements. (*If you wanted to include school news in the comic book.*)
- Feature Writers: Write feature articles to accompany the news.
- Copy Editors: Check all stories for accuracy, style and grammatical errors.
- Advertising Group: Develops all advertising material for comic book
- Art Staff: Designs comic book pages for the entire book (must work closely with writers).
- Production Editors: Assemble the "copy" and art for the entire comic book issue.

Once students have selected a role, present them with possible theme areas for the comic book. Maybe it's a make-believe story about the school or an actual tool for school news. Ask students to select the area that interests them most.

The School Comic Newsletter

Comic Advice Column - Students create a "Dear Klondike" or "Ms.Waggy" column. Students in the class should be encouraged to submit questions and this group is responsible for answering the question(s) in this column. Students can create a comic book panel which depicts the advice giver, or a panel that tells a story about the question being asked (as if the character requesting advice sent along a snapshot).

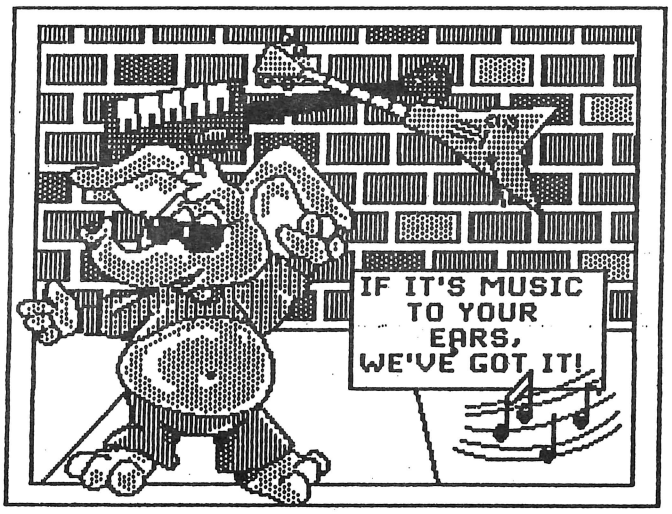
School Mystery - Students write a fun fictional comic book in the style of a "sensational" popular magazine. Have students think about how writers who write for such publications must use language that catches the readers attention. Since the job of the Art Staff is to design graphics which depict the story being told, teamwork is very important.

School News - Students write "fact-based" article(s) describing events that are supposedly taking place. This is a job for the staff reporters, whose responsibility it is to inform the audience by communicating facts and details about a particular event. Sample event's might be:

Local Elections
School Shows
Hometown Student Gets an Attitude
Attitudes clash outside of Principal's office

Advertising - The advertising group is responsible for writing "copy" that sells or promotes a particular product or event. Students in advertising groups will gain experience in using persuasive language and in graphics design. Remind students to keep the following concepts in mind:

1) Think of attention-getting ways to announce the product or coming event.
2) Provide complete and accurate information.
3) Use images to enhance the advertisement.
4) Make sure the tone is appropriate. Should it be formal? Cheerful? Humorous?



Producing the Comic Book

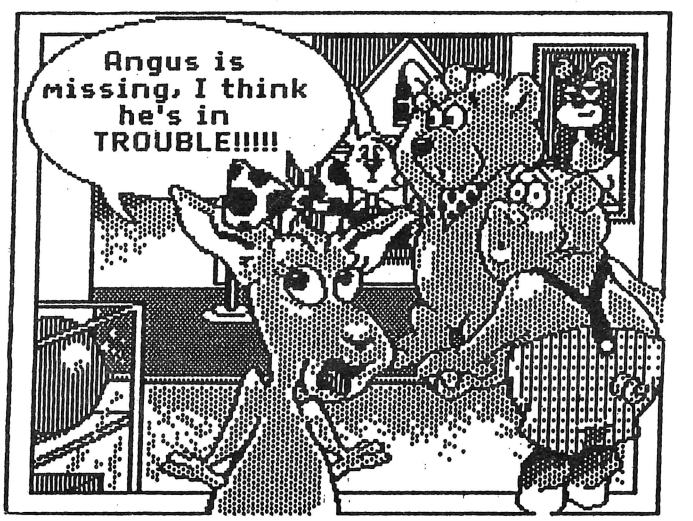
Don't forget about the important job of the production staff. These students will work on the organization and layout of the final product. For variety, the production group may want to print graphics in different print sizes. That way, they have more variety when laying out the final product.

Publish the Comic Book
When you have a final product, photocopy the magazine and distribute it to the target audience. Ask for feedback from the audience, perhaps in the form of letters to the editor. You might also want to mount the original copy, color and laminate it for display. Finally, to ensure students have a chance to try writing for a variety of purposes, rotate positions for each publication.

The Chain Story
GRADE LEVELS: 4 - 8

In this activity, you'll create a story starter, make five or six copies, and pass them around the room. Your students will take turns adding a sentence to each of the evolving stories.

Create a comic book panel as a story starter. Use Speech Bubbles when designing the screen to provide some introductory dialogue--a place for the story to begin. For example, design a screen with a character saying, "Angus is missing. I think he's in trouble."



This panel is the story starter. Print this in miniature size and tape it to a piece of lined paper. Make five or six copies. Distribute the story starter to the first set of students. After one student has finished a sentence, have them pass the paper to the next student. She should continue the story from where the previous student left off. Students should keep rotating until each has written one sentence in each of the chain stories. Next, they can try to illustrate the story they have written.

Then select students to share the stories with the class. You might even want to display them on the bulletin board for students to read at their leisure.

Computer Lab Adaptation: If you have access to a computer lab, this is a terrific activity to do on the computer. Create your story starter and print it in Big Book size. Display this in front of the classroom. Then have students load *Animals With an Attitude*™ and select *Write About It!* from the Main Menu. Using the small typestyle, the first student at the computer types the story starter sentence. Then students rotate until they have had a chance to type a sentence at each computer. (If students fill up one page, have them save, print, and continue the story or panels on a new page.) Print the final products.

Continuing Stories
GRADE LEVELS: 5 - 8

In this activity, students will work in teams of three. Each team of students will work together to write one comic book. Students will begin by designing a comic book panel. Then, students will write their storyline. The first student will begin by introducing the story. This student will describe the main character(s), and the setting. The first student should also set the panel for the main action.

The next student will continue the story by telling about the characters and their adventures.

Finally, just as the story reaches the most exciting point, the third student will join in the story-making process. This student will work out a solution to the story and resolve any loose ends.

When the story is finished, have teams share their stories with their classmates. You might want to create a Publishing Center on one of the class bulletin boards for students to display their work.

Collaborative Comic Strips
GRADE LEVELS: 4 and up

This activity is fun for students of all ages. Follow the steps as in the previous activity, Continuing Stories. In this activity, students will be designing comic book panels only. They will not be writing stories. Have students work in teams of three or four. Tell students that they will be creating one panel in the comic strip. Make sure they save their panels. The first student begins by designing a panel. Encourage students to use the speech or thought bubbles to create dialogue in the panel.

The second student must look at the first frame (on computer or in print form) and continue the comic strip. This student must consider the design and dialogue from the first frame when designing the second frame to continue the comic strip. She can even use the same background and characters, the first student used. She might want to add new props or characters and then continue the dialogue in new speech bubbles.

Continue this process until the last student has finished his or her frame. It is this student's responsibility to work out a solution for the comic strip.

Print all panels and have students share their comic strips with classmates or display them on the bulletin board.

Intermediate, Junior High and High School Students

Animals With an Attitude™ is an invaluable tool for teaching basic concepts of Fiction: characterization, plot, mood...

1. Character Development: The wide range of characters in this program create an ideal venue for teaching character development.

A. Discuss the traits of each character. Is one of them bossy, obnoxious, sarcastic, playful, or goofy?

Print out several characters in Poster size. Have your students describe the personalities of each of the characters. How does do their personalities affect the way other characters look at them?

B. Choose a cast of characters, including a **protagonist, antagonist,** and **supporting characters** (discuss each of these terms with the class). Create a comic book panel for each one, using the speech bubble feature to have the character make a statement about himself. Remember, statements made by the character must be consistent with the personality created for him or her! Use the text boxes to write a description and name next to each character. Describe their personality and powers. Then, using the full screen word processor, have the students write an adventure involving their characters.

2. Sequencing of Events: Comic books are great for teaching sequencing!

A. Have an individual or small group create a multi-paneled story. (At least 12 panels) Choose the comic book page layout that has six miniature panels on one page and rearrange the order of the story when designing the layout. Print it out and have the remaining students try and re-sequence the story.

B. Have an individual or small group develop an outline for a complete story. Sequence the plot, using the word processor. Create graphic panels to illustrate the story.

3. Mood Development: Create a background or series of backgrounds. Have students use as many adjectives or descriptive clauses as they can to describe the mood established by the scenes. Or, give the students a list of adjectives and descriptive clauses and have them create panels that reflect the mood of those terms.

4. Narrative: Let students create a story using the foreground characters to describe events. This person becomes the narrator (using the speech bubbles). Explore the use of "first person" narrative and "observer" narrative.

Creating Awesome Posters!
GRADES LEVELS: 1 and up
Students will love creating posters for special events.
Using the tremendous variety of fun characters, students can create unique posters for Sports Events, Plays, Parent Teacher Night, Proms, Car Washes, Senior Day, Campaigns, Say No to Drugs, etc.

The speech bubbles are great tools for conveying a message. Print the designs out in the Big Book printout size. The printouts look great in color or have some art students enjoy doing some great painting or marker work!

> ***NOTE:*** *Refer to Amazing Ideas in the Kids Guide for more* ***Animals With an Attitude*** *crafts and creations.*

Bulletin Boards!
GRADE LEVELS: 1 - 4

Designing a bulletin board about personality and character traits is fun! Print out the different animals in *poster* size. Color and mount onto oaktag and cut them out. Use the text processor to type adjectives that describe each character. Print and mount them onto oaktag before cutting them out. Display each cut-out character on the board with the appropriate descriptions below it. This bulletin board can become a focal point for class discussions on adjectives, opinions, first impressions, personalities and more.

Persuasive Letter
GRADE LEVELS: 4 - 6

Discuss writing styles with the class and hand out examples of persuasive writing. Have the students choose a main character from the program that they may want to be. Next, each student will write a persuasive letter from that character's point of view. The letter can be written to a friend or family member, convincing them to visit the character. Points to be addressed are: attitude, scenery, lifestyle, likes and dislikes, etc. When the letters are completed, students can type and illustrate each point and print them out.

Animals With an Attitude and Role Playing
GRADE LEVELS: 4 and up

Children can have trouble expressing their feelings or communicating with others on issues that are troubling to them. This program is ideal for students to "speak through" the characters. For example, if a student is feeling left out and not in the "in crowd" he or she can choose a character that could help express their feelings.

The Name Game
GRADE LEVELS: 1- 6

Students pick one character stamp it on a blank background. Select a vertical text box and type in and write his/her name vertically. Next, they will compose sentences that refer to that character, each starting with a word that begins with the letter in the character's name. Students can use the program to write, illustrate and print their name games to share with the class.

Mighty Mobiles
GRADE LEVELS: 1-4

Create a fabulous comic mobile and have crazy characters whirring around your head all day.

What You'll Need to Get Started:
•Crayons, markers or colored pencils
•Oaktag or cardboard for mounting
•Scissors and glue
•Colored yarn
•Clothes hanger or wooden dowels

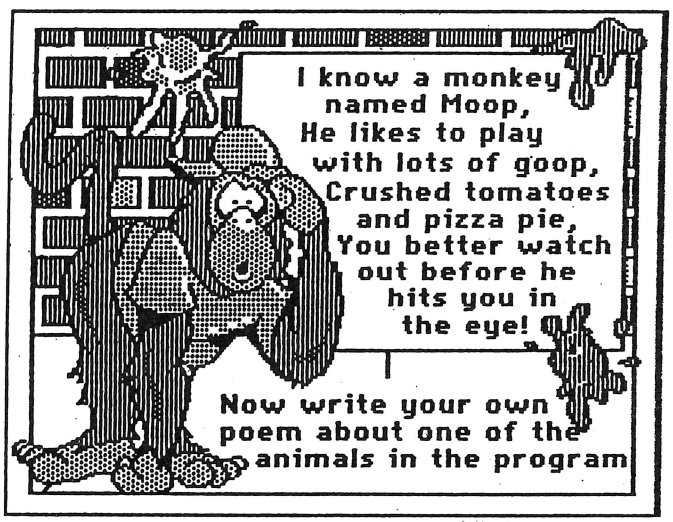
Choose four fun characters and stamp them onto white backgrounds. Maybe you want to design an outer space mobile. Print each one out twice in the Standard printout size. Mount one of each printout onto cardboard. Now color or decorate your characters together. Punch a hole in the top of all four of the characters. Loop different colored yarn through each hole, allowing it to be long enough to hang your character from a dowel or hanger. You can wrap yarn around the hanger first so it's fuzzy. Hang the characters at varying lengths to make an exciting mobile!

Stunning Stationery
GRADE LEVELS: 1 and up

Creating your very own cartoon stationery is fun and easy. Choose "No Background" from the backgrounds menu. Next, decide which kind of stationery you want to create. Do you want a theme? Maybe you just want to stamp silly props along the top of the screen corner with different captions. Perhaps, you want to stamp one of the larger characters drawn from the waist up. Add a speech bubble and type your name and address in it. You'll also find some lines in the special effects category that can be used to create a margin or a border for your stationery headline. Experiment!

Poems
GRADE LEVELS: 1 - 6

Explore poetry possibilities! Discuss rhythm, rhyme and style. The poems can be humorous. For the lower grades, print out poster-sized pictures for motivation. In the upper grades the students can write and illustrate their own poems.



Other Suggestions:

Flannel Board Figures, Stick Puppets, Dioramas or Puppet Theaters, Activity/Worksheets, Stationery, greeting cards...

CREATIVE SAMPLES

We have included some samples on the program disk which you can customize and print out to use in your classroom. There is a folder named **Sample** containing: fill-ins, picture games, and questions.

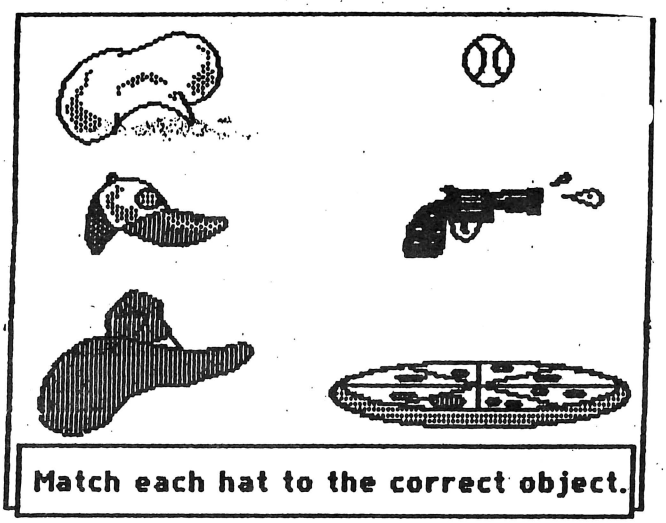
To access the samples, choose **Create a Comic** from the Main Menu. Then choose either **Load a Panel** or **Load a Story**. Double click on the Sample folder or highlight it with the arrow keys and press Return.

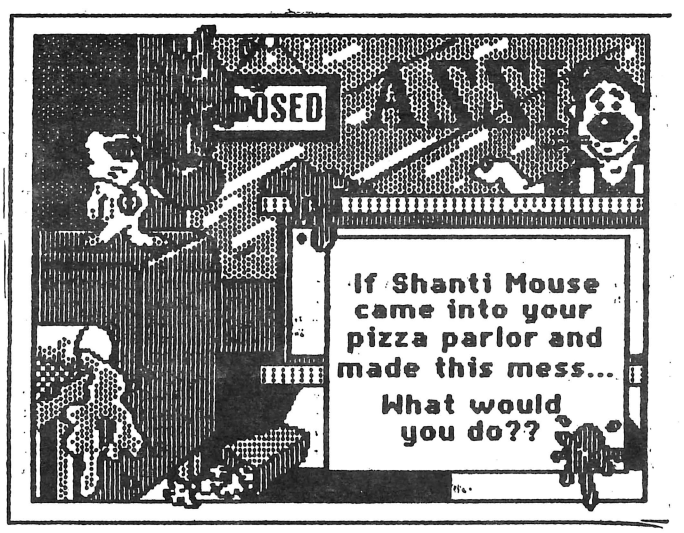
Take a few minutes to look at the samples. They are sure to give you food-for-thought. The sample panels and stories are designed to be printed together in groups of two:

Fill Blanks A-Panel
Fill Blanks B-Text
Match Panel
Sounds A-Panel
Sounds B-Panel
Pizza Panel
Name Panel
Poem Panel

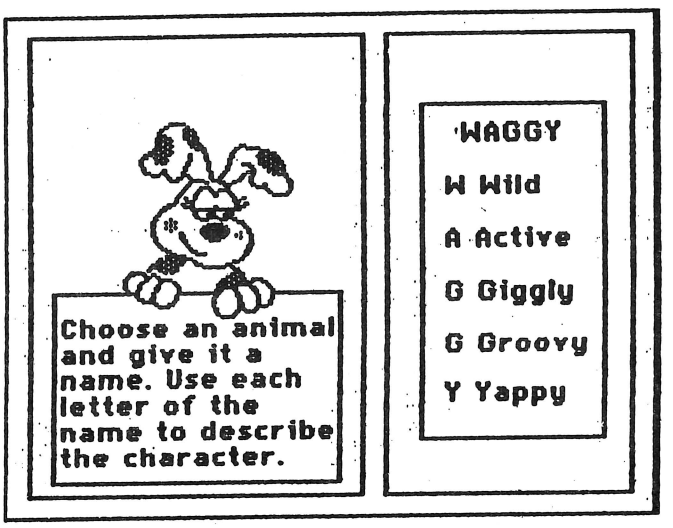
You can change the samples by customizing them with text and clip art, and save them under a new name on your data disk. The worksheet samples can be printed out and distributed to the class.

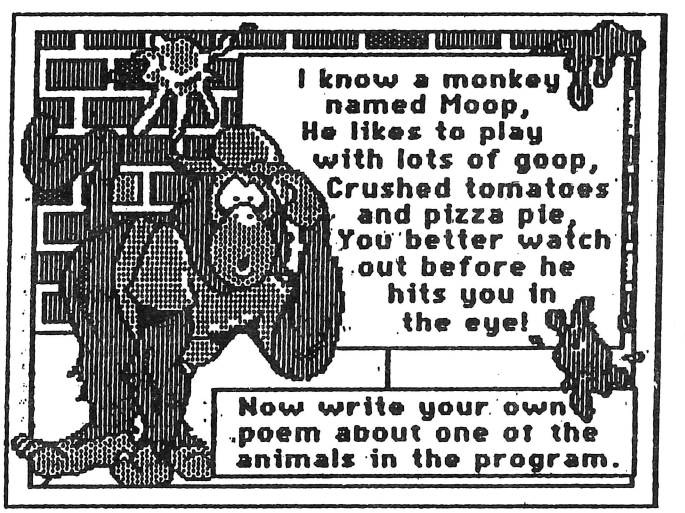
CREATIVE SAMPLES





CREATIVE SAMPLES


Choose an animal and give it a name. Use each letter of the name to describe the character.
WAGGY
W Wild
A Active
G Giggly
G Groovy
Y Yappy


I know a monkey named Moop,
He likes to play with lots of goop,
Crushed tomatoes and pizza pie,
You better watch out before he hits you in the eye!
Now write your own poem about one of the animals in the program.

SUPPORT

If you have any questions or problems, call Queue, Inc. at 1-800-232-2224. Defective disks will be replaced free of charge up to 180 days after invoice date. Disks damaged after 180 days may be replaced at $10.00 for the first disk and $5.00 for each additional disk in a program. Mail the damaged disk(s) and appropriate payment to Queue at 338 Commerce Drive, Fairfield, CT 06432, for a prompt replacement.

Backup disks are available at $10.00 for the first disk and $5.00 for each additional disk in a program. Customers are limited to one backup disk for each disk purchased. **Backup disks are for archival purposes only.**

Never expose any computer software to excessive heat or cold. Do not leave your software near a strong magnetic field such as might be produced by an electric appliance, stereo, or speaker magnet. Always place your software in its sleeve when you are not using it. This will protect it from dust and finger prints. Finally, never touch the exposed parts of the disk which are visible through the holes in the disk cover.

The Creative Writing Series

With the Creative Writing Series, students can design a scene on one screen, and write about it on a separate screen using a text processor. the text processor includes word wrap, insert, and delete, making it easier for students to write larger selections and edit them at any time. Text can also be entered on the graphic screens using speech bubbles. Each program includes a speech feature that speaks and spells any text that is entered, when used with an Echo speech synthesizer. The programs print out stories and scenes in a variety of sizes, including poster. All of the Creative Writing programs can share clip art and backgrounds to create an endless library of themes to write about:

Monsters & Make-Believe™
Pow! Zap! Ker-plunk! The Comic Book Maker™
Dinosaur Days™
Robot Writer™
Transportation Transformation™
The Whole Neighborhood™
Beauty and the Beast & The Little Mermaid
Robin Hood & Peter Pan
Alice in Wonderland & The Wizard of Oz
Pogo Writer

All programs are available for FREE 30 day preview! Network Versions, Site Licences and Lab Packs are also available.

To order or ask for a FREE catalog call Queue at...1-800-232-2224